

Trustees' Report and Accounts
for the period from 1st April 2021 to 31st March 2022
for

Gaming the Mind

Registered charity no. 1186983

Date of approval: 23rd January 2023

Report of the Trustees
for the Year Ended 31st March 2022

1. OBJECTIVES, ACTIVITIES AND PERFORMANCE

Objectives and activities

Gaming the Mind's purpose is the promotion of mental health among people who play video games or work in the video game industry.

During this financial year, we have provided input to a number of public events and conferences aimed at people who play video games and/or work in the games industry. Such events included the Yorkshire Games Festival, Comic-Con, Mayamada's 'GamePad' event, a Showcode hackathon and an event at the Science Museum in London. At these events we have provided a range of inputs including staffing quiet spaces and booths, promoting mental health awareness, providing information on sources of support and participating in panel discussions aimed at psychoeducation, increasing awareness of mental illness and decreasing stigma. It is notable that this financial year saw a return to more in-person events following changes to Covid-19 pandemic restrictions, allowing a wider range of opportunities to engage with the video games community and wider public.

The charity has also produced two unique mental health promotion written resources which have been used and distributed in quiet rooms and sold at cost to industry partners for provision to a wider public audience.

In terms of other mental health promotion activities, Gaming the Mind has worked with game developers to advise on game content with the aim of furthering the charity's aims, held journal clubs for mental health professionals and students, engaged with students of video game design during an educational session on mental health, produced a video resource guiding people on using an online game (Minecraft) safely, and engaged with various media outlets to promote psychoeducation and mental wellbeing in the video games community. These activities were undertaken alongside Gaming the Mind regularly creating and disseminating targeted and relevant content via social media, podcasts and its website to raise mental health awareness, decrease stigmatisation and increase support for the video games community.

Achievements and performance

The charity has received positive verbal and written feedback from event attendees and consumers of the charity's outputs, and has continued to grow its presence within the video games community and amongst professionals as a resource for those interested in mental wellbeing and/or wishing to learn about mental illness. One of the trustees (Dr Sachin Shah) received a nomination for the award of RCPsych Psychiatric Communicator of the Year 2022.

Explanation of finances, income and expenditure

The charity has a bank account and all trustees are authorised signatories able to administer this. Two trustees must sign for withdrawals up to £1000 and three trustees are required over this level. We have also continued to operate charity accounts with Amazon Smile, Paypal and Tiltify in order to facilitate and maximise fundraising via these commercial entities according to their written terms and conditions.

During the relevant financial period the charity received money from various sources including the Maudsley Charity (South London and Maudsley NHS Trust) and commercial partners hosting Gaming the Mind at their events. Expenditure during the period was for costs associated with insurance,

producing information resources created by the charity, and audiovisual equipment and related items to facilitate the creation of podcasts and other media.

Public benefit

By carrying out our activities pursuant to our objectives the trustees consider that they have complied with the Charity Commission's public benefit guidance when exercising any powers and duties to which the guidance is relevant.

Trustees

Dr Chun Chiang Sin Fai Lam's resignation was accepted by the board of Trustees on 1st March 2022, and he was thanked for his work in setting up the charity and acting as Trustee during his term. The five remaining founding trustees continued in their roles throughout the financial year ending 31st March 2022. The Trustees will continue to review the skills and experience mix of the board and consider a process for appointing one or more further Trustees as appropriate.

Fundraising and future plans

To date Gaming the Mind's fundraising has primarily been via collaborations with relevant organisations, and direct fundraising from the public has grown somewhat during this financial year. As the charity's profile continues to grow and we increasingly build our public face, we hope to continue to increase the level of direct fundraising from the public alongside pursuing opportunities for funding from organisations we collaborate with.

Future plans for funds raised include:

- Creating further bespoke materials and resources aimed at those who make and play video games in order to promote education and awareness of mental illness and mental wellbeing;
- Equipment to facilitate and improve the user experience of our podcasting, social media engagement and educational activities;
- Equipment to facilitate therapeutic gaming experiences for those experiencing mental ill-health;
- Ultimately employing a person to manage day-to-day charity matters including roles in engaging with the public and industry.

Training

All volunteers involved in the charity's events and projects are provided with training relevant to their specific role and are supervised by one or more of the Trustees. Training including training around safeguarding issues and protocols, and ensuring that volunteers have appropriate DBS checks where required. This training ensures that the charity is as effective as possible in carrying out its activities and that volunteers get the most out of their experience with the charity. The Trustees reassess the training and support needs of volunteers on an ongoing basis, taking into account volunteer feedback.

2. FINANCIAL REVIEW

The charity had a cash surplus for the year of £515. At the end of the financial period this is added to the surplus brought forward giving a figure to carry forward of £831 which is available for use to achieve the charity's objectives. There are no issues with the charity's ability to continue as a going concern.

No major events have occurred since the end of the reporting period.

3. STRUCTURE, GOVERNANCE AND MANAGEMENT

Gaming the Mind is a Charitable Incorporated Organisation (CIO) and its governing document is its constitution dated 28th November 2019. At the beginning of the financial year there were six trustees of Gaming the Mind, however one stepped down from this post on 1st March 2022. The remaining five trustees have been in position since the charity was founded on 17th December 2019, with terms of appointment of either 3 or 4 years. According to the provisions of its governing document, the charity must have between a minimum of 3 and a maximum of 12 trustees at any time. Any new trustees must be appointed by a resolution passed at a properly convened meeting of the existing trustees, with an appointment term of 3 years. In deciding on appointing an individual as a trustee, the existing trustees must have regard to the skills, knowledge and experience needed for the effective administration of the CIO.

4. REFERENCE AND ADMINISTRATIVE DETAILS

Registered charity name/number (England & Wales):

Gaming the Mind
1186983

Principal office:

Institute of Psychiatry
PO63 16 DE CRESPIGNY PARK
LONDON
SE5 8AF

Trustees (as at 31st March 2022):

Dr Stephen Kaar
Dr Donald Servant
Dr Sachin Shah
Dr Hamilton Morrin
Dr Frances Debell

(Dr Chun Chiang Sin Fai Lam stepped down as trustee on 1st March 2022.)

No trustees have ever held title to property belonging to the charity.

This report has been prepared in accordance with the Statement of Recommended Practice (FRS 102).

Approved by the board of trustees on 23rd January 2023 and signed on its behalf by:





Dr Frances Debell – Trustee

Dated: 23rd January 2023

Accounts

for the Year Ended 31st March 2022

	CHARITY COMMISSION FOR ENGLAND AND WALES		Gaming the Mind		1186983		CC16a
	Receipts and payments accounts						
	For the period from		01/04/2021		To 31/03/2022		
Section A Receipts and payments							
	Unrestricted funds	Restricted funds	Endowment funds	Total funds	Last year		
	to the nearest £	to the nearest £	to the nearest £	to the nearest £	to the nearest £		
A1 Receipts							
Science Museums Group	500	-	-	500	-		
South London & Maudsley NHS Trust	499	-	-	499	-		
Amazon Europe	95	-	-	95	-		
Paypal	0	-	-	0	0		
Take This (non-profit organisation)	-	-	-	-	365		
Melanin Gamers	-	-	-	-	50		
	-	-	-	-	-		
	-	-	-	-	-		
Sub total (Gross income for AR)	1,094	-	-	1,094	415		
A2 Asset and investment sales, (see table).							
	-	-	-	-			
	-	-	-	-	-		
Sub total	-	-	-	-	-		
Total receipts	1,094	-	-	1,094	415		
A3 Payments							
Website costs	-	-	-	-	99		
Charity insurance	158			158			
Stationery and printed materials	143			143			
Audiovisual equipment and software	277			277			
Sub total	579	-	-	579	99		
A4 Asset and investment purchases, (see table)							
	-	-	-	-			
	-	-	-	-			
Sub total	-	-	-	-	-		
Total payments	579	-	-	579	99		
Net of receipts/(payments)	515	-	-	515	316		
A5 Transfers between funds	-	-	-	-	-		
A6 Cash funds last year end	316	-	-	316	-		
Cash funds this year end	831	-	-	831	316		

Section B Statement of assets and liabilities at the end of the period				
Categories	Details	Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
B1 Cash funds	Nat West Bank: Current Account	831	-	-
		-	-	-
		-	-	-
	Total cash funds	831	-	-
	(agree balances with receipts and payments account(s))	OK	OK	OK
		Unrestricted funds to nearest £	Restricted funds to nearest £	Endowment funds to nearest £
B2 Other monetary assets	Details			
		-	-	-
		-	-	-
		-	-	-
		-	-	-
		-	-	-
B3 Investment assets	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
B4 Assets retained for the charity's own use	Details	Fund to which asset belongs	Cost (optional)	Current value (optional)
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
			-	-
B5 Liabilities	Details	Fund to which liability relates	Amount due (optional)	When due (optional)
			-	
			-	
			-	
			-	
Signed by one or two trustees on behalf of all the trustees	Signature	Print Name	Date of approval	
		Dr Frances Debell	23/01/2023	